FIG. 1

EYE SAMPLING WINDOW
FOR SCANNING EYES
ACROSS SCREEN. EYE
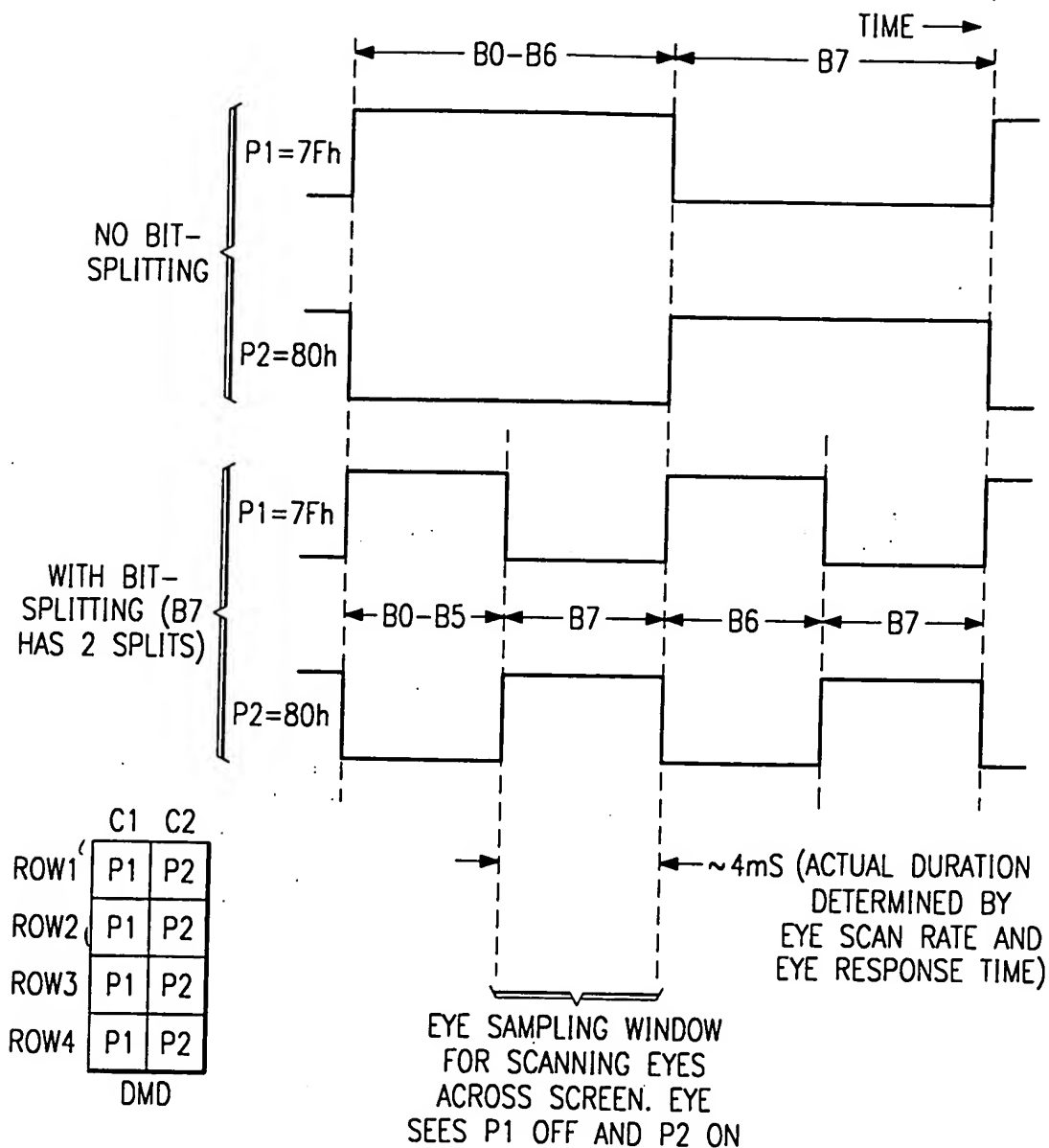SEES P1 OFF AND P2 ON
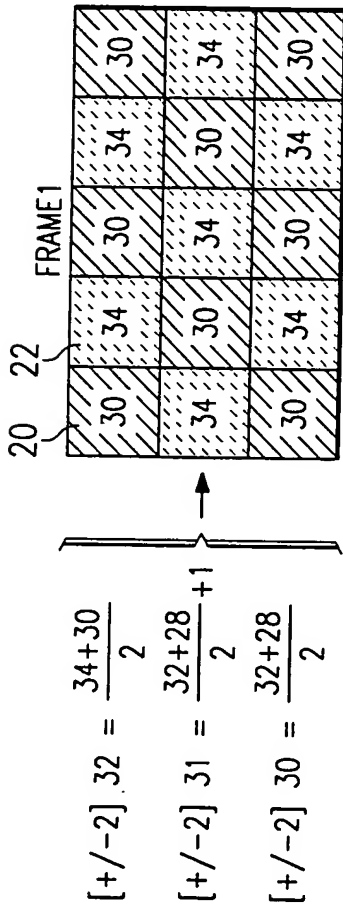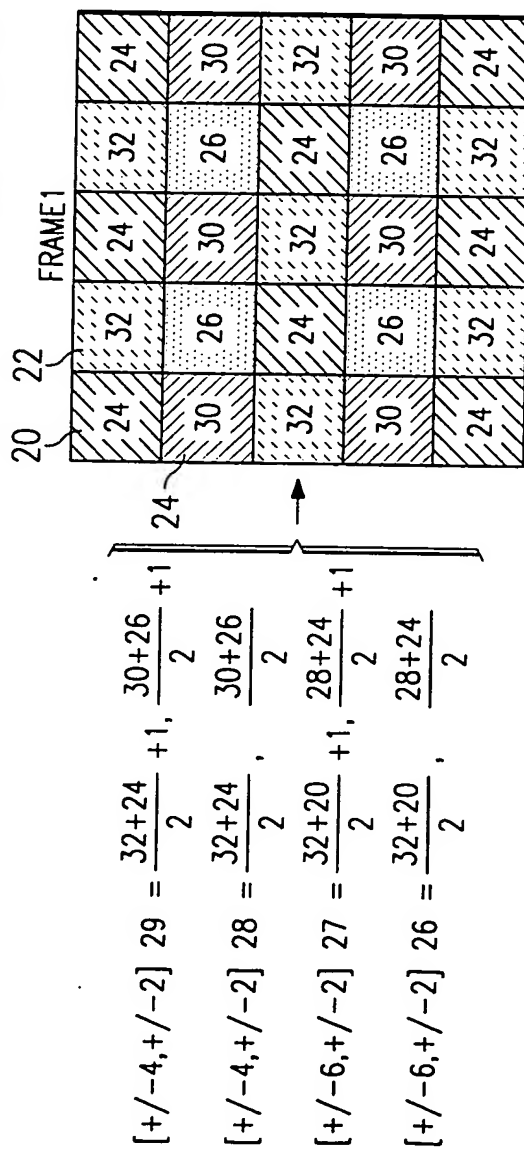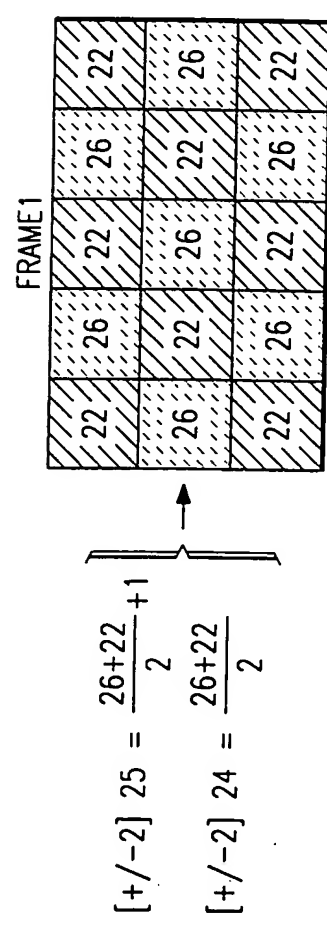
FIG. 2

CHECKERBOARD, 50% OF PIXELS USE MSB B5

MIDDLE DENSITY, 25% OF PIXELS USE MSB B5

CHECKERBOARD, 0% OF PIXELS USE MSB B5

FRAME1 20 22

FRAME2 20 22

24

$$[+/-2]\ 32 = \frac{34+30}{2}$$

$$[+/-2]\ 31 = \frac{32+28}{2}+1$$

$$[+/-2]\ 30 = \frac{32+28}{2}$$

$$[+/-4,+/-2]\ 29 = \frac{32+24}{2}+1,\ \frac{30+26}{2}$$

$$[+/-4,+/-2]\ 28 = \frac{32+24}{2},\ \frac{30+26}{2}$$

$$[+/-6,+/-2]\ 27 = \frac{32+20}{2}+1,\ \frac{28+24}{2}$$

$$[+/-6,+/-2]\ 26 = \frac{32+20}{2},\ \frac{28+24}{2}$$

$$[+/-2]\ 25 = \frac{26+22}{2}+1$$

$$[+/-2]\ 24 = \frac{26+22}{2}$$

P1	P2	P3	P4	P5
P6	P7	P8	P9	P10
P11	P12	N	P13	P14
P15	P16	P17	P18	P19
P20	P21	P22	P23	P24

FOR PIXEL N, IF ANY OF ITS 24 NEIGHBORS (P1-P24) HAVE A MSB TRANSITION, USE BOUNDARY DISPERSION ON PIXEL N.
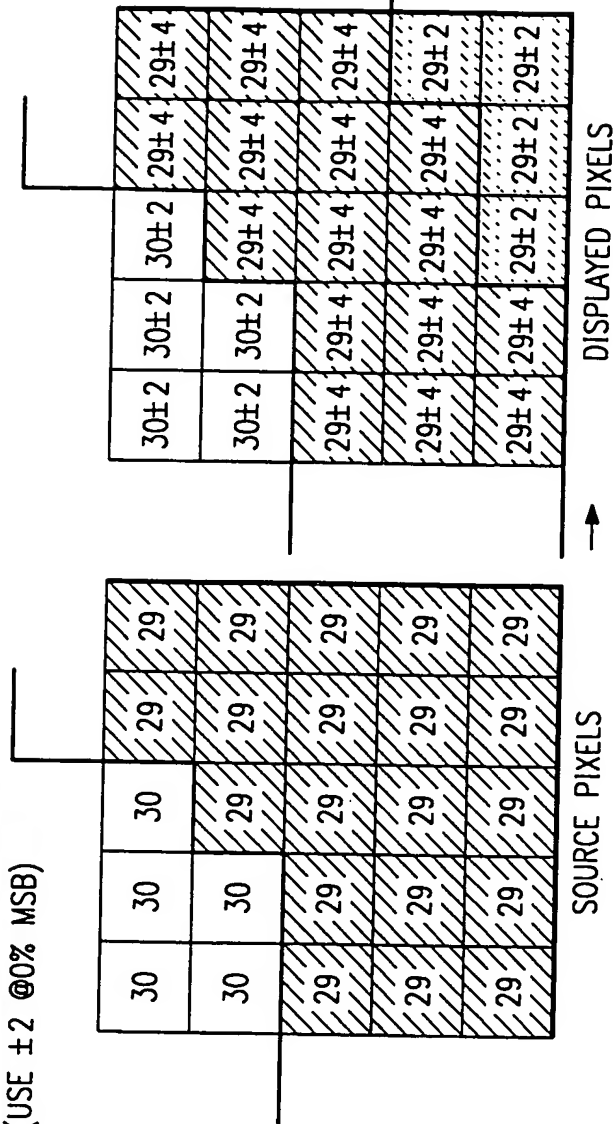
COULD OPTIONALLY USE ±0 IN THESE AREAS

CODE = 30d (USE ±2 @50% MSB)

CODE = 29d (USE ±2 @0% MSB)

CODE = 29d (USE ±4 @25% MSB)

SOURCE PIXELS

30	30	29	29	29
30	30	29	29	29
30	30	29	29	29
29	29	29	29	29
29	29	29	29	29

DISPLAYED PIXELS

30±2	30±2	30±2	29±4	29±4
30±2	30±2	29±4	29±4	29±4
30±2	29±4	29±4	29±4	29±4
29±4	29±4	29±4	29±2	29±2
29±4	29±4	29±2	29±2	29±2

FIG. 3

ROWCNT $\underline{10}$

COLUMNCNT $\underline{10}$

FRAME1

FRAME2

OFFSETS

BOUNDARY DISPERSION LOGIC $\underline{32}$

24 RGB

OPTIONAL RGBW PROCESSING LOGIC — 36

24 RGB 3 W

RGB VIDEO 24 DEGAMMA AND SPATIAL CONTOURING FILTER

24 RGB

30

RAM BANK A   RAM BANK B

42   42

RESET DRIVER

MIRROR DRIVE WAVEFORM

W 3

RGB 24

DMD DATA FORMATTING LOGIC

40

DATA

DMD

RAM CONTROL LOGIC (WITH SPLIT—PLANE ADDRESSING)

FIG. 4